PEARL
Emotional Empathic Proximal Learning Educational Environment
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Animals and baby animals	
AGE RANGE	3-4 y.o.
Activity for...	Group with robot
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DURATION / TIMING:	35-40 min.
REQUIRED MATERIALS:	Robot and mat. Cards with animals and cards with those animal's young (2 units each). Card with the inscription START.
PREPARATION OF THE ENVIRONMENT:	Cards with animals and cards with those animal's young (2 units each). A mat consisting of 20 squares (each of them is 15x15 cm). Cards: Dog-puppy; Horse-foal; Sheep-lamb; Cat-kitten; Pig-piglet; Goat-kid; Cow-calf.
DETAILED DESCRIPTION: How is the activity implemented?	Cards with animals are turned over (not shown), and their baby animals are shown. The teacher suggests that the children find the animal they have pulled out using a robot. For the first child, the robot is placed on the START card and the child programs the robot to go to the animal that the child pulled out and then to the baby of that animal. Children must identify what those animals are and how their babies are called. The following child programs the robot from where it stands. After the activity, the children can fold the cards over again and pull out again or exchange with a friend to ask the friend to name the baby of the animal he has.

ROLES of the CHILDREN	Consult and help each other. It is your turn to take action.
ROLE of the TEACHER:	The teacher says the tasks, helps, monitors children's activities when children encounter an obstacle, interacts with children, helps, tells exactly the name of baby animals.
EXTRA RESOURCES	Paper
Other remarks / Hints for the implementation	There may be cards on the mat that the children have not taken.
References, if any	-